Trogdor
Brothas Strong
~~Lectit~~
Snowman
Mata Nui
Barbenbuillos
Creeper
Gojira
Mario
Larryboy
Pigsland
Batman
Marshie
~~Martian~~
Fimir
Grievous
Crazy Scientist
Sir Gerald
Dark Druid
Michael Rosen
Hectan
~~[illegible]~~
Lizardman
Black Knight
Deadpool
Rook
Landshark
Shark/Raptor/Gunman
Bremen town musician
Slither.IO/Super mega worm
Lego Man
~~Zombie Pigman~~

Costumes:
Assassin - Boba Fett
Robot - Robot (wants)

Djinn
Shark
Han!

Green Knight
Brawmere
Demongo
Samurai Jack
Yuvzhan Vong
Mnckh
~~Bty Htr~~
Operator
Dog Man
petey
Balrog
Santa
~~Sop~~ with camel
~~Water Bear~~
Crocodile
Oscar
Link
Monkey
Emp
Robin Hood
Witchkey
Dór
Kong
Magic Mirror
Shatra

Crocodile

1/2/2/2/3/4
1/1/3/3/3/3
2/3/3/3/5/5
1/2/2/3/3/3

Tears Clock Tail Jaws ×3
B W Y R

Hungry for More: after 'tasting' (dealing at least 1 unblocked hit) an enemy fighter, that fighter can no longer block attacks from the croc.

Crocodile tears
When using the [10] weapon, may not be attacked or attack

If rearm to jaws, get a free attack immediately that cannot be blocked. Can't be disarmed.

Water Bear

1/2/3/4/4/4
1/2/3/4/4/4
1/1/3/3/3/3
2/2/4/4/4/4
1/1/3/3/3/3

W W Y Y R R

Suspended Animation
Whenever any one of his body parts is reduced to its lowest level, he can hibernate. Set him aside. On each of his turns, you may choose to roll strike die to get him back. Any but a miss succeeds. Reroll all parts. If you miss twice attempting to revive him, he dies.

Witchkey

1/1/2/2/3/3
2/2/2/3/3/3
1/1/1/2/2/2

Y Y R Y B W

Living No Man:

Human, male may not harm disarm, or alter called shots or attacks on him. This does not apply to Skele ghost, Zombie Headless Horse

Flying Ace

1/1/2/2/3/3
2/2/2/3/3/3
2/2/2/3/4/5

Y Y W W Y Y

Airborne:
Until crippled, only projectile-ranged weapons (such as crossbow, rpg, rifle, lazor, camera drone, handgun, energy cannon, uzi, etc.) may hit him. (magic + thrown too?) During this time, blocks by him go to the legs, not body.

Morgul Blade:

Choose an adjacent fighter, Roll strike die, on body success. Character Loses 1 hp per turn on body until death unless First Aided up to full health on body.

R Axe
R Sword
W Noose
Y Club
Y Whip
Y Torch

w/ the

Spiff

1/1/1/2/2/2
2/2/2/3/3/3
1/1/1/2/2/2

Rare Medium Well Done
×2 ×2 ×2
W Y R

Whenever Spiff survives an attack that if it succeeded should have killed him, return all body parts to full HP.

Hangman/Executioner

1/1/1/2/2/2
2/2/2/3/3/4
1/1/1/2/2/2

Whenever he rolls a body result, the attack goes to the head

R R R W

Attacks by him to the head can't be blocked.